SQUADRON DICE

Take to the sky commanding squadrons of bi-planes in this exciting head-to-head dice game! Sharpen your aim as your competitors dodge your attack. Call up your flying Aces to take down your opponent's planes and claim your victory!

Players: 2 to 4   *Duration:* 30 minutes   *Ages:* 13+

Game Overview

Squadron Dice is a game of elimination. First, players roll a set of dice to gain position over other players. Next, the highest and lowest positioned players roll dice again, forcing the lowest positioned player to remove one of their Squadron dice from the game. Players repeat the process until one player is victorious.

Contents: 40 total dice

- 4 Hit Dice (black)
- 4 Evade Dice (yellow)
- 16 Rookie Dice (4 blue, 4 purple, 4 red, 4 white)
- 16 Aces Dice (4 blue, 4 purple, 4 red, 4 white)

Game Setup:

- Separate all dice by color
- Place the 4 black Hit dice and the 4 yellow Evade dice in the center of the table
- Players select a color then collect their 8 colored dice.
- Players separate their 8 colored dice into a group of 4 Aces dice and group of 4 Rookie dice.
- Players line up their 4 Aces dice in a vertical row on the table to their left (Airfield)
- Players pick up their 4 Rookie dice (starting Squadron)
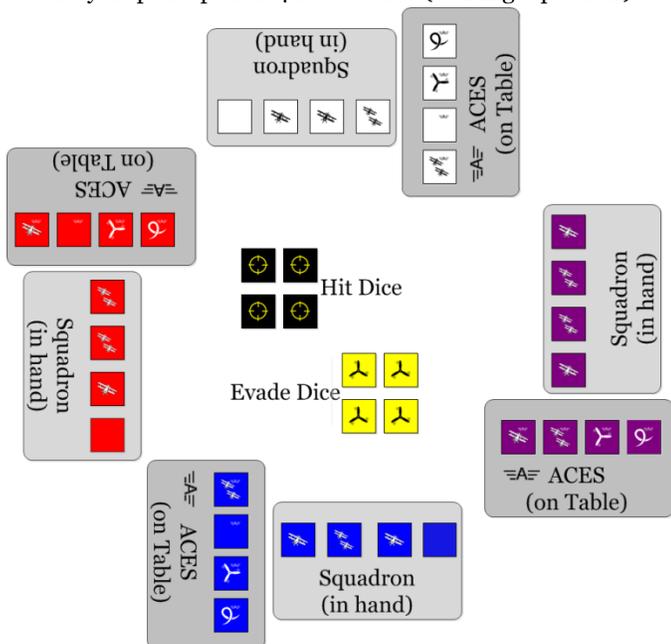
Note: The four dice in a player's hand is their Squadron. All players begin the game with four Rookie dice in their Squadron. As the game progresses, Rookie dice are removed from the game and Aces dice are added into a player's Squadron.

Game Round

Squadron Dice is played over a series of game rounds with each round having four steps. Repeat until a winner emerges.

1. **Squadron Roll**
   a. All players roll their four Squadron dice at the same time.
   b. Re-roll any dice with a re-roll symbol.
   c. Each player counts and calls out their total number of bi-planes rolled.

2. **Highest and Lowest Position**
   a. Player position is determined by comparing the highest and lowest number of bi-planes rolled.
   b. Ties for highest position - Begin a new Game Round.
   c. Ties for lowest position - The highest positioned player will choose who will roll to evade from the lowest positioned players.

3. **Hit Roll and Evade Roll**
   a. Highest positioned player rolls all four Hit dice then counts and calls out the total Hit symbols rolled.
   b. Lowest positioned player rolls all four Evade dice then counts and calls out total Evade symbols rolled, PLUS any Evade symbols from their Squadron roll.

4. **Resolve**
   a. If the total number of Evade symbols equal or outnumber the number of Hit symbols, then a new Game Round begins.
   b. If the total number of Hit symbols outnumber the total number of Evade symbols, then the player who rolled the Evade dice removes one Rookie die from their Squadron Dice, replacing it with one Aces die from their airfield. Aces Dice are never removed once they go into the Squadron.

⫟A⫟ Aces Symbols

The Aces dice have symbols that can change the results of Squadron and Evade rolls.

Evade Symbol– Add this symbol to your total Evade roll if you are in the lowest position within a Game Round.

Re-roll– This symbol allows you to roll that dice again (repeated).

Winning the Game:

The object of the game is to eliminate all other players. A player is eliminated from the game when a player cannot replace a Rookie die with an Aces die after a loss on an Evade roll during a Resolve Phase. When all other players have been eliminated from the game, you win!

FAQ(s)

Q. What happens if I re-roll a die with a re-roll symbol and the re-roll symbol comes up again?
A. Re-roll the dice again until the re-roll symbol does not come up.

Q. What do I do with Rookie dice when they are removed from my Squadron?
A. They are removed from the game so, set them aside out of the way of game play.

Q. Can I save a die with an Evade symbol from a previous Squadron roll?
A. No.

Q. Can someone join a game in progress?
A. No, but the game plays quickly. Your friends will not need to wait long to join the next game.

Credits

Original Game Design: Charlie Sinning
Game Development: Charlie Sinning, Michael Warth, Craig Blythe
Editing: Kimberli Sinning and Vicki Prichard
Graphic Design: Charlie Sinning and Michael Warth
Publisher: Flatworks Gaming, LLC {Printed by thegamcrafter.com}
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Sticker Instructions
Place labels on the colored dice as follows:

HIT DICE

2x = ⊕ ⊕ ⊕ ⊕ ⊕ | No Sticker

2x = ⊕ ⊕ ⊕ ⊕ | No Sticker | No Sticker

EVADE DICE

2x = ⅄ ⅄ ⅄ | No Sticker | No Sticker | No Sticker

2x = ⅄ ⅄ | No Sticker | No Sticker | No Sticker | No Sticker

ROOKIE DICE

4x = ✈ ✈ ✈ ✈ | No Sticker | No Sticker

4x = ✈ ✈ ✈ ✈ | No Sticker | No Sticker

4x = ✈ ✈ ✈ ✈ | No Sticker | No Sticker

4x = ✈ ✈ ✈ ✈ | No Sticker | No Sticker

ACES DICE ≡A≡

Sticker 4 dice of each Blue, Purple, Red, and White color as follows. (White is shown below).

1x = ✈ ✈ ✈ ✈ ✈ | (blank)

1x = ✈ ✈ ✈ ✈ ⅄ | (blank)

1x = ✈ ✈ ✈ ✈ ⅄ ⑨

1x = ✈ ✈ ✈ | (blank) | ⅄ ⑨